Application or Docket Number 10 79 02 68 SMALL ENTITY OTHER THAN TYPE \_ OR SMALL ENTITY RATE FEE RATE. FEE BASIC FEE 385.00 OR BASIC FEE 770.00 X\$ 9= X\$18= OR <u>360.0</u> X43= X86= OR +145= +290= OR TOTAL OR TOTAL 1300 OTHER THAN SMALL ENTITY OR SMALL ENTITY ADDI-ADDI-RATE TIONAL RATE TIONAL FEE FEE X\$ 9= X\$18= OR X43= X86= OR +145= +290= OR TOTAL OR ADDIT. FEE ADDI-ADDI-RATE TIONAL RATE TIONAL FEE FEE X\$ 9-X\$18= OR X43= X86= OR

## PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003

CLAIMS AS FILED - PART I {Column\_1} (Column 2) TOTAL CLAIMS 40 FOR NUMBER FILED NUMBER EXTRA TOTAL CHARGEABLE CLAIMS HO minus 20= 20 INDEPENDENT CLAIMS minus 3 = MULTIPLE DEPENDENT CLAIM PRESENT П \* If the difference in column 1 is less than zero, enler "0" in column 2 CLAIMS AS AMENDED - PART II (Column 1) (Column 2) (Column 3) CYAME HIGHEST REMAINING NUMBER PRESENT AFTER PREVIOUSLY **EXTRA** AMENDMENT PAID FOR Total Minus Independent Minus FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST PEMAINING NUMBER PRESENT FO AFTER PREVIOUSLY **EXTRA** AMENDMENT PAID FOR Total Minus Independent Minus FIRST PRESENTATION, OF MULTIPLE DEPENDENT CLAIM **+145**± +290-OR TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING NUMBER ADDI-PRESENT ADDI-**AFTER** PREVIOUSLY RATE **EXTRA** TIONAL TIONAL RATE AMENDMENT PAID FOR FEE FEE Total Minus 40 12 X\$ 9= X\$18= 216.00 OR Independent Minus B 0 FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X43≈ X86= OR

OR

AQ

+280=

ADDIT, FEE

TOTAL

+145=

TOTAL

<sup>&</sup>quot; If the entry in column 1 is less than the entry in column 2, write "0" in column 3,

<sup>&</sup>quot; If the "Highest Number Previously Paid For IN THIS SPACE is less than 20, enter 70."

If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." ADDIT, FEE

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.